# Calvin's Dungeon
*by Eric Simon*

*This game has no rules. Yet.*

## Materials:

- *Something to write on.*
- *Something to write with.*
- *A wide variety of gaming implements. Whatever is comfortable for you.*

## Starting the game:
*You are adventurers entering a dungeon. The youngest player goes first.*

## On your turn:

- *Declare and write down a basic principle of play. For example: "This game uses hit points." or "There is no magic." or "Player characters cannot die."*
- *Describe a challenge your character is about to face.*
- *The player to your right explains and writes down the simple mechanic that will determine your success or failure for this type of challenge. If the mechanic for this type of challenge already exists, that player may add a modifying detail relevant to your situation.*
- *Resolve the challenge using the mechanics in place.*
- *The player to your left describes the outcome based on the success or failure of your resolution.*

## The golden rule:
*At no point may any new principle or mechanic contradict an existing principle or mechanic.*

## After your turn:
*Play passes to the right. Continue until the story is concluded, or until the rules become so unwieldy that everyone quits in frustration.*